Hoverboard dog asset setup.

Hello, this document is meant to go along with your newly purchased Asset.

This asset includes a fully animated character, as well as Hover vehicle logic that is fully annotated, and can be applied to other vehicles.

This asset is simple to get working in your scene. To set up the asset:

1. Grab the Dog hoverboard asset from the Hover Board_Dog_Prefab folder, and place it in your scene (note the materials of this asset are set up for HDRP). It is a good idea to place it at least 1 unit above your terrain.

2. Create a new layer for all the surfaces that you want the hoverboard to be able to drivable on. (When the hoverboard is not within range of an object in this layer category, it will enter the "tricking" state) Assign the desired terrain to this layer.

3. Locate the Hoverboard script on the Dog hoverboard game object, and in the Whatisground variable select the layer you created in the above step.

4. Your new asset is ready to go!